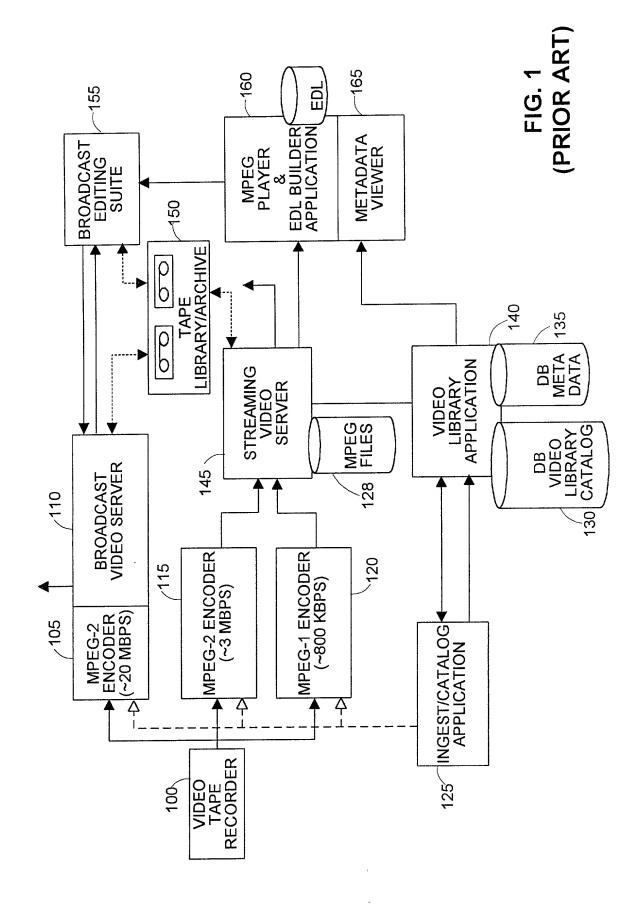
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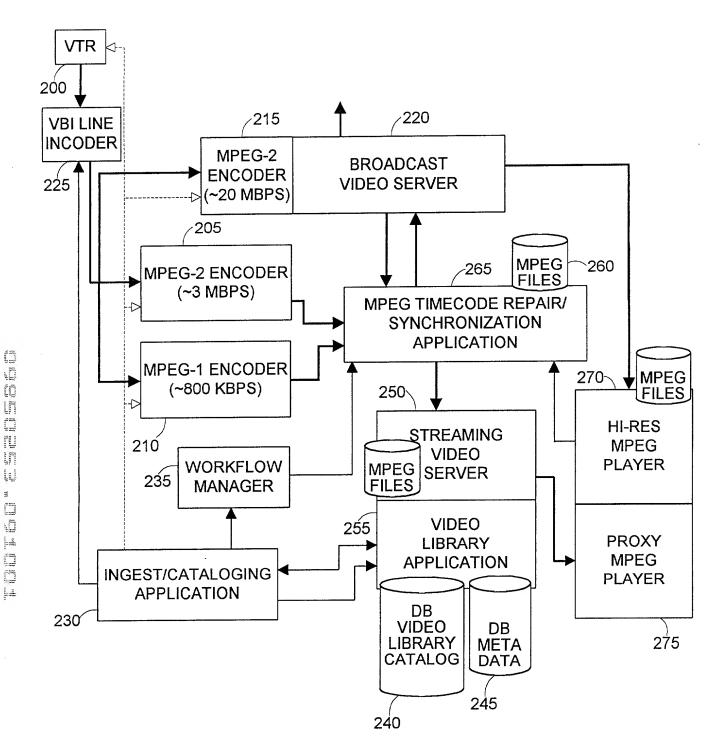


FIG. 2

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PACK SYSTEM PES		PACK SYSTEM PES
AUDIO PACKET		AUDIO PACKET
		_/ 300
PACKSYSTEM PES SEQUENCE		PACK SYSTEM PES SEQUENCE GOP 1 PICTURE USER DATA SLICE 1
GOP 1 PICTURE SLICE 1	;	
PICTURE 1 DATA		305 310 315
VIDEO PACKET		
		PICTURE 1 DATA
	320	VIDEO PACKET
PACK SYSTEM PES		PACK SYSTEM PES
PICTURE 1 DATA		PICTURE 1 DATA
PICTURE SLICE 1		PICTURE USER DATA SLICE 1
PICTURE 2 DATA		PICTURE 2 DATA
VIDEO PACKET	330	VIDEO PACKET
PACK SYSTEM PES		PACK PES
PICTURE 2 DATA		PICTURE 2 DATA
PICTURE SLICE 1		PICTURE USER DATA SLICE 1
PICTURE N DATA		
VIDEO PACKET	340	PICTURE N DATA
PACK SYSTEM PES		VIDEO PACKET
PADDING PACKET		PACK SYSTEM PES
	360	PADDING PACKET
PACK SYSTEM PES	*	PACK SYSTEM PES
AUDIO PACKET		
		AUDIO PACKET
PACK SYSTEM PES PICTURE		PACK SYSTEM PES PICTURE USER DATA SLICE 1
PICTURE 15 DATA		PICTURE 15 DATA
SEQUENCE GOP 2 PICTURE SLICE 1		SEQUENCE GOP 2 PICTURE USER DATA SLICE 1
PICTURE 16 DATA		PICTURE 16 DATA
VIDEO PACKET		VIDEO PACKET
ORIGINAL MPEG FILE	2	PROCESSED MPEG FILE
FIG.	J	

TIMECODE PACKET

		OFFSET	FORMAT	VALUE
400—	USER DATA START CODE (4 BYTES)	0 1 2 3	0000 0000 0000 0000 0000 0001 1011 0010	0X00 0X00 0X01 0XB2
404~	SIGNATURE (2 BYTES)	4 5	1010 1010 1010 1GGP	AAX0 8AX0
410	RELATIVE TIMECODE (3 BYTES)	6 7 8	BHHH HHMM MMMM SSSS SSXF FFFF	
414	ABSOLUTE TIMECODE (3 BYTES)	9 10 11	NHHH HHMM MMMM SSSS XSSF FFFF	
420~	PICTURE PTS (4 BYTES)	12 13 14 15	PPPP PPPP PPPP XPPP PPPP PPPP PPPP PPPP	
424	PICTURE TYPE/REF (1 BYTE)	16	PTTR RRRR	
430-	CHECKSUM (1 BYTE)	17	CCCC CCCC	
434—	OPTIONAL PADDING (2 BYTES)	18 19	1111 1111 1111 1111	
	•			

LEGEND

X = MARKERS	P = PTS
-------------	---------

H = HOURS T = PICTURE TYPE

M = MINUTES R = PICTURE REFERENCE

S = SECONDS C = CHECKSUM

F = FRAMES B = THUMBNAIL TAKEN FLAG
G = RIGHTS FLAGS N = NO MATCHING HI-RES FLAG

RIGHTS FLAGS

00 = FULL RIGHTS

01 = LIMITED RIGHTS

10 = NO RIGHTS

11 = RIGHTS EXPIRED

FIG. 4

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INTRODUCTORY TIMECODE PACKET

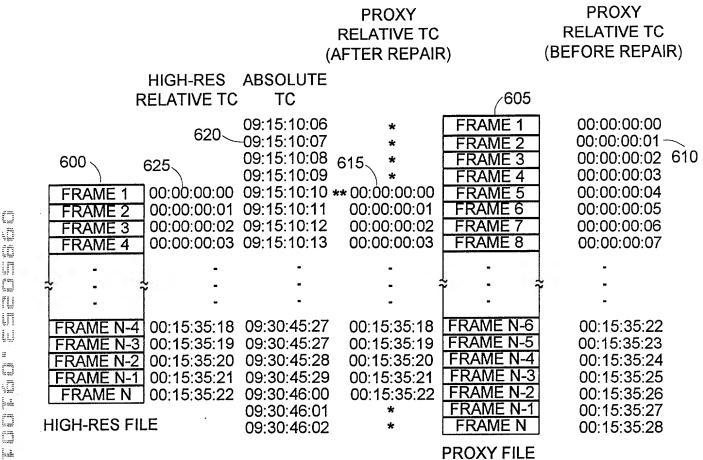
500—	USER DATA START CODE (4 BYTES)	OFFSET 0 1 2 3	FORMAT 0000 0000 0000 0000 0000 0001 1011 0010	VALUE 0X00 0X00 0X01 0XB2
505	SIGNATURE (2 BYTES)	4 5	1011 1011 1011 1GGP	0XBB 0XB8
510—	RELATIVE TIMECODE (3 BYTES)	6 7 8	BHHH HHMM MMMM SSSS SSXF FFFF	
515	ABSOLUTE TIMECODE (3 BYTES)	9 10 11	NHHH HHMM MMMM SSSS XSSF FFFF	
520	PICTURE PTS (4 BYTES)	12 13 14 15	PPPP PPPP PPPP XPPP PPPP PPPP PPPP PPPP	
525—	PICTURE TYPE/REF (1 BYTE)	16	PTTR RRRR	
530—	CHECKSUM (1 BYTE)	17	CCCC CCCC	
535	OPTIONAL PADDING (2 BYTES)	18 19	UVYY XXZZ ZZZZ ZZZZ	

LEGEND

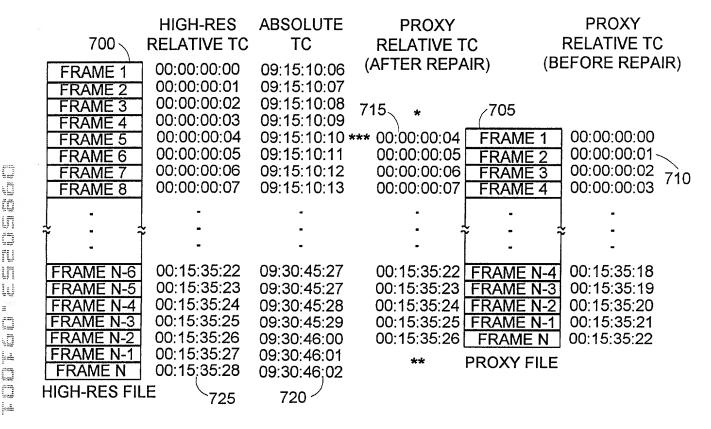
X = MARKERS	P = PTS
	_
H = HOURS	T = PICTURE TYPE
M = MINUTES	R = PICTURE REFERENCE
S = SECONDS	C = CHECKSUM
F = FRAMES	B = THUMBNAIL TAKEN FLAG
G = RIGHTS FLAGS	N = NO MATCHING HI-RES FLAG
Y = TIMECODE FLAGS	U = TRUNCATED PROXY START FLAG
Z = PROXY OFFSET	V = TRUNCATED PROXY END FLAG

RIGHTS	FLAGS	TIMECODE TYPE

00 = FULL RIGHTS	00 = ORIGINAL SOURCE TC
01 = LIMITED RIGHTS	01 = REPAIRED TC
10 = NO RIGHTS	10 = HOUSE TC
11 = RIGHTS EXPIRED	11 = ELAPSED TC

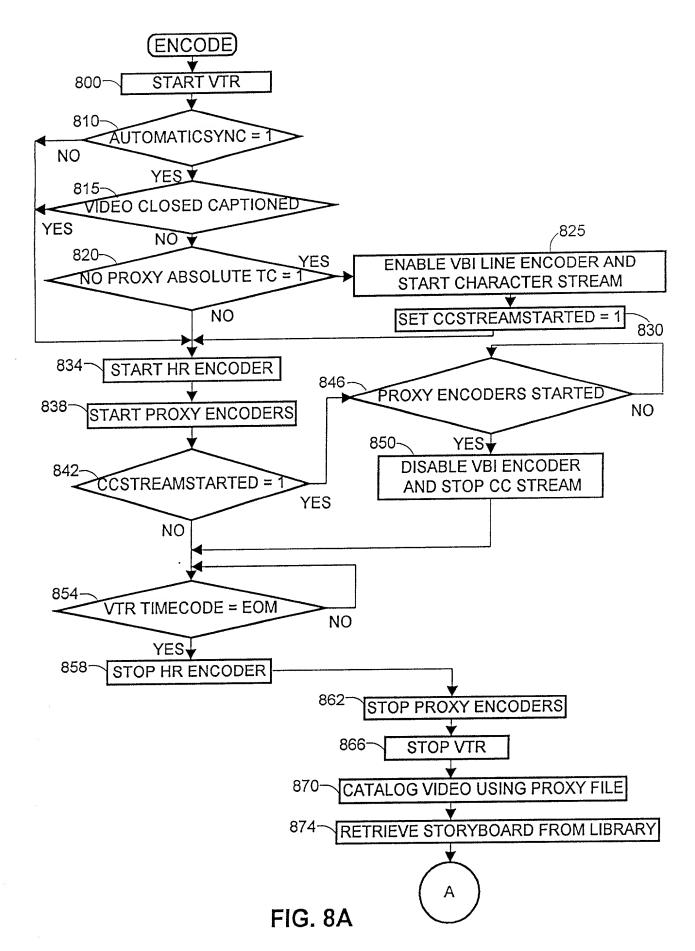


- FRAME MARKED AS 'NO HI-RES MATCH' IN TIMECODE PACKET AND NEVER RENDERED BY THE MPEG PLAYER
- PROXY TIMECODE OFFSET = +00:00:00:04



- 'TRUNCATED PROXY START' FLAG SET IN TIMECODE PACKET TO ALERT USER THAT NOT ALL FRAMES IN THE HIGH-RESOLUTION FILE CAN BE BROWSED
- 'TRUNCATED PROXY END' FLAG SET IN TIMECODE **PACKET**
- *** PROXY TIMECODE OFFSET = -00:00:00:04

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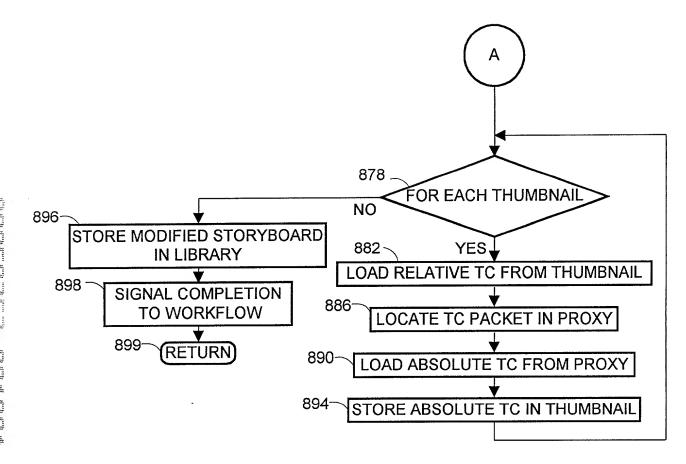
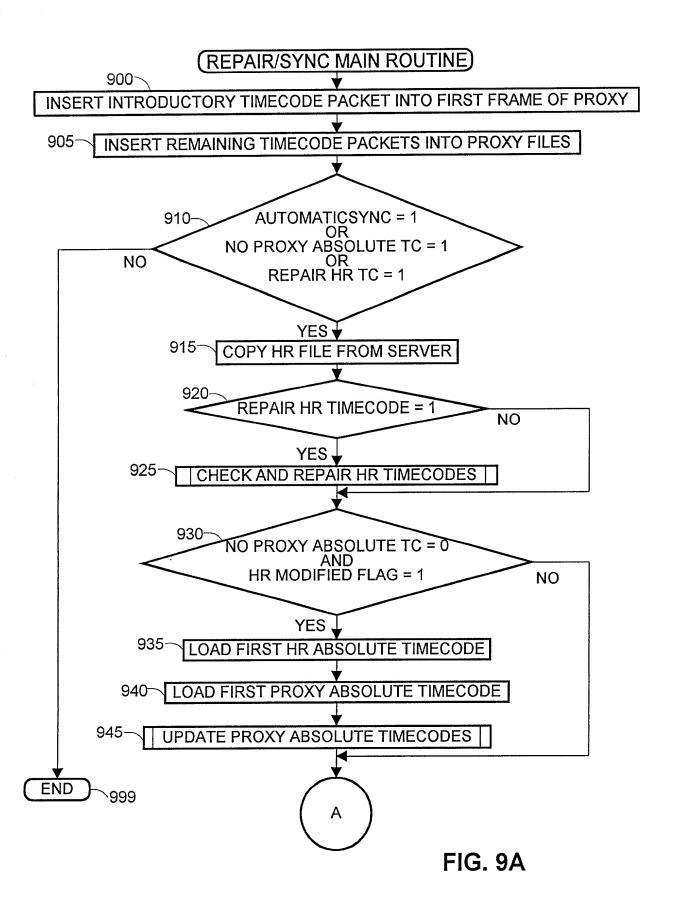


FIG. 8B

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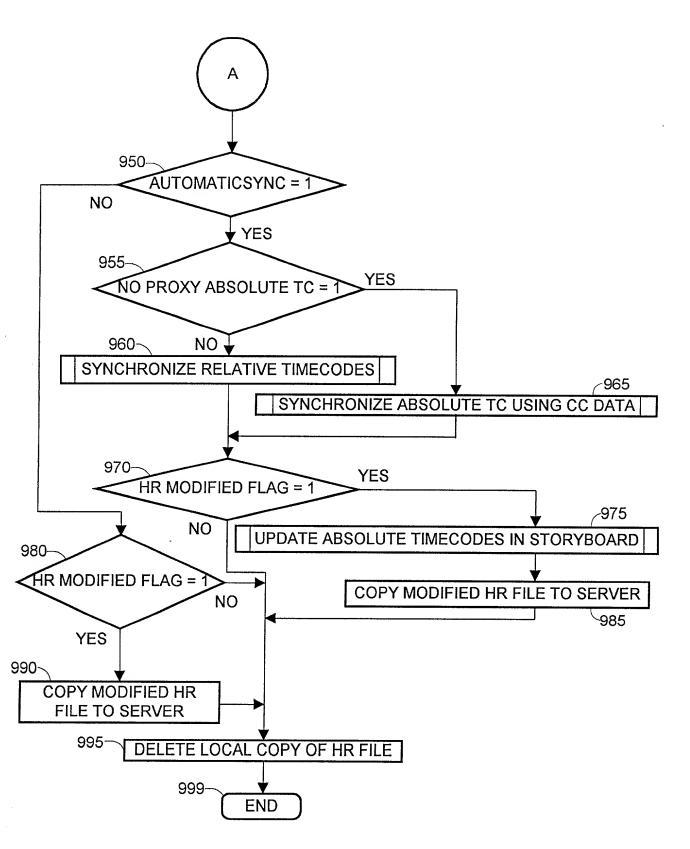
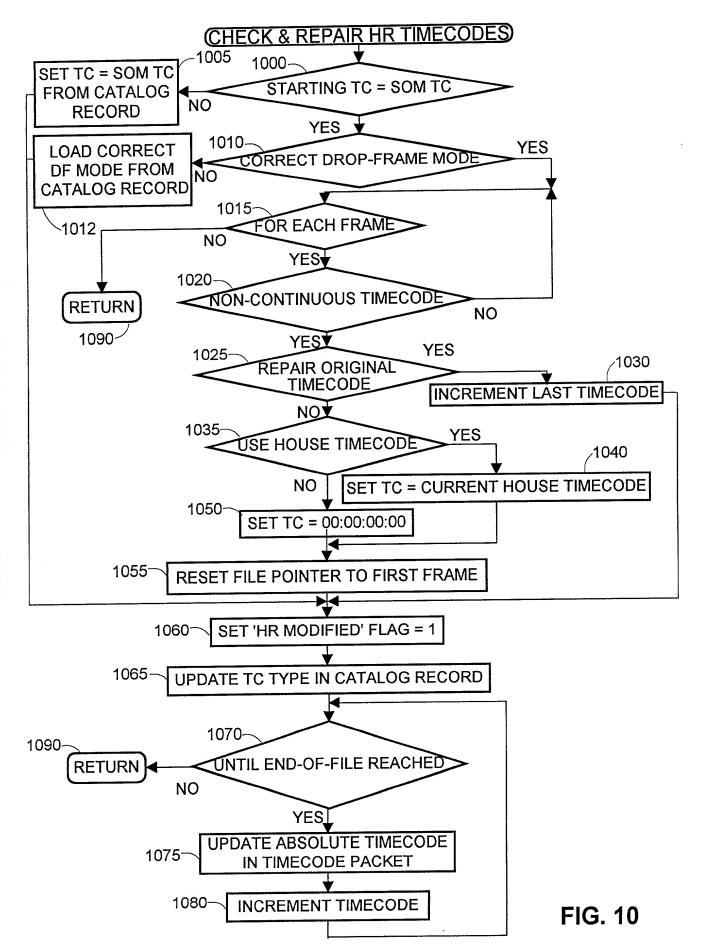


FIG. 9B

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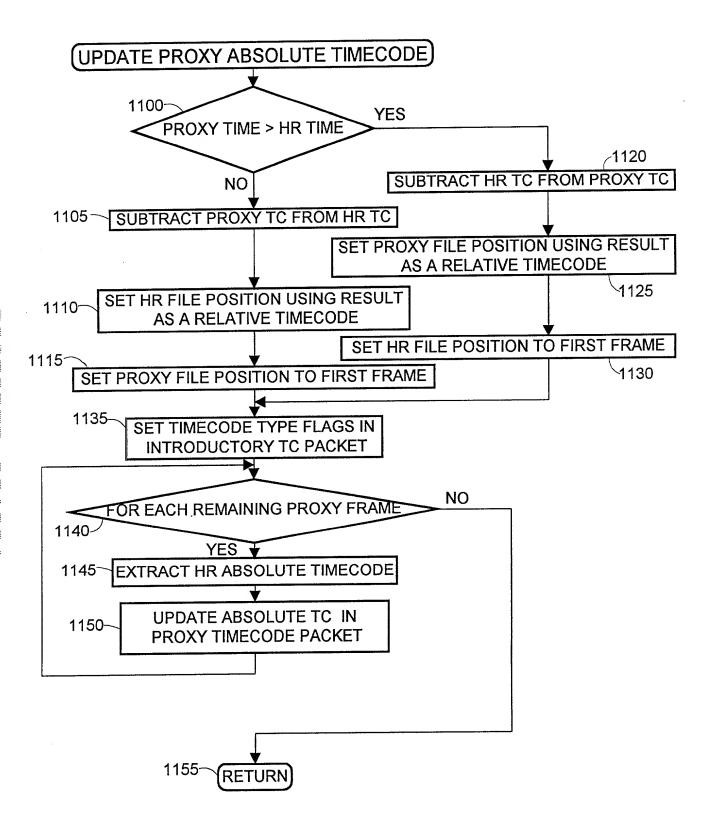
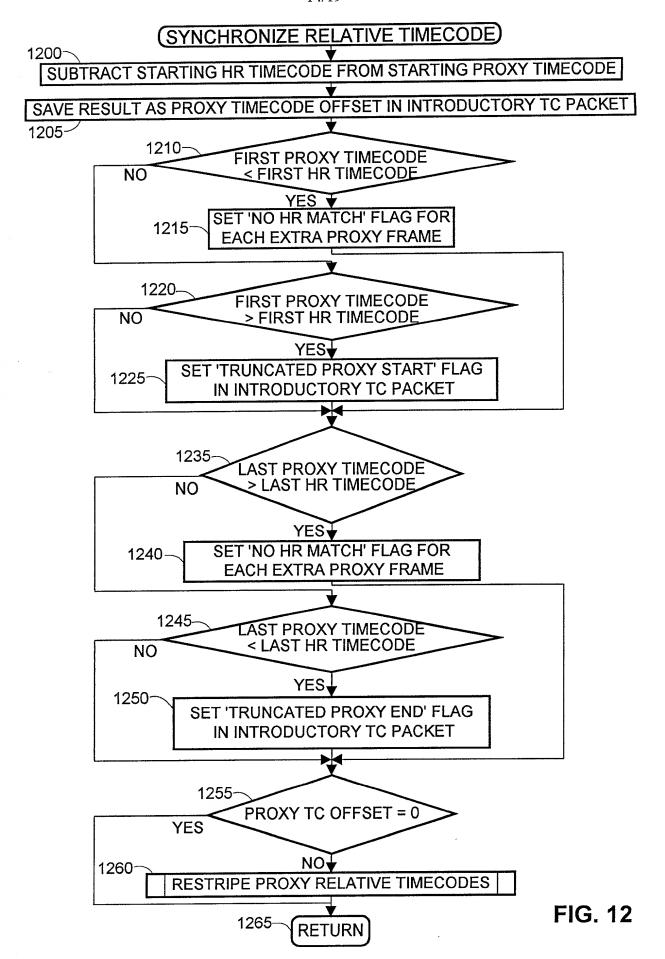


FIG. 11

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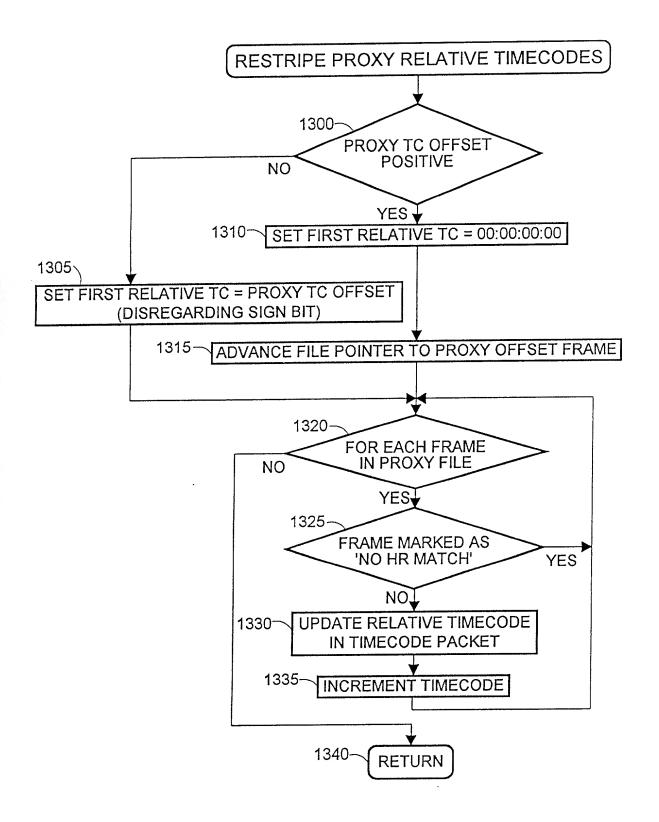
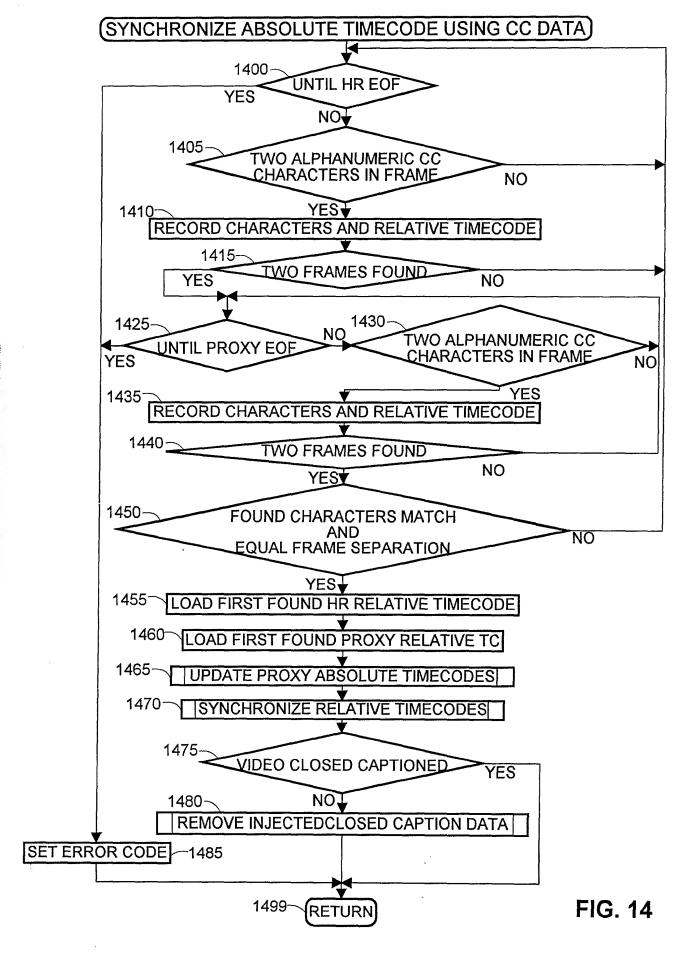


FIG. 13

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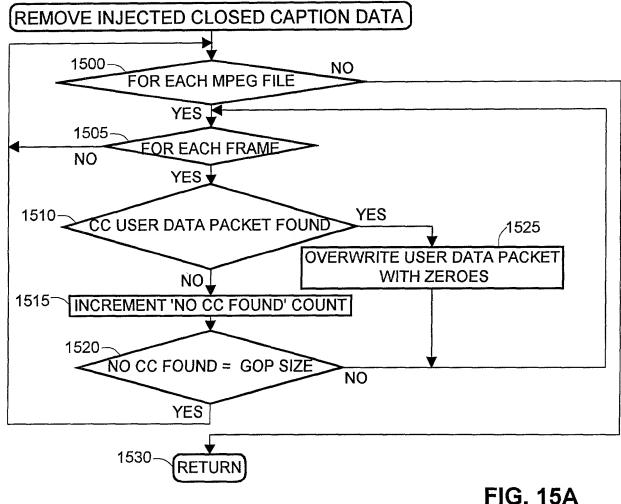


FIG. 15B

1550 RETRIEVE STORYBOARD FROM LIBRARY

1555 FOR EACH THUMBNAIL

1560 LOAD RELATIVE TC FROM THUMBNAIL

1565 LOCATE TC PACKET IN PROXY

1570 LOAD ABSOLUTE TC FROM PROXY

1575 UPDATE ABSOLUTE TC IN THUMBNAIL

1580 STORE UPDATE STORYBOARD IN LIBRARY

1585 RETURN

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FIG. 16

 $\mathcal{F}_{h_{1},\ldots,N}$

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